



## **DOUBLE DRAGON C64 CARTRIDGE**

### **THE STORY SO FAR...**

Double Dragon is the story of Billy who faces the odds in a city where survival has to be learned the hard way. His knowledge of the martial arts, combined with the experience of tough urban existence, has made him a formidable fighting machine, ready for any challenge that comes his way.

But now Billy is faced with the greatest challenge ever.

Billy's girl Marian has been kidnapped by the Black Warriors, a savage and ruthless street gang led by the mysterious Shadow Boss. Using skills gained from a lifetime on the streets, and whatever weapons come to hand - including knives, whips, baseball bats, rocks and even oil-drums - Billy must pursue the gang through the sprawling slums, factories and outskirts of the city, to reach the thugs' hideout for a final confrontation with the infamous ShadowBoss!

# **DOUBLE DRAGON**

**C64 GAME CARTRIDGE**



### **THE CAST**

- BILLY LEE:** Height 5'10". Weight 165lbs.  
Billy began his Kung Fu training at the age of 12 and became a Kung Fu Sosaiken Master at 20.
- LOPAR:** Height 5'8". Weight 175lbs  
Packs a nasty right and left punch, and gets a kick out of hurling oil-drums around.
- ABOBO:** Height 6'3". Weight 167lbs.  
The Middle Boss.  
Abobo likes to slap people about.
- WILLIAMS:** Height 5'8". Weight 167lbs.  
Has perfected a strong jump-kick and is very handy with a knife or baseball bat.
- LINDA:** Height 5'4". Weight 114lbs.  
Watch out for her swift right and left punches. She also cracks a mean whip
- CHINTAL:** Height 5'6". Weight 152lbs.  
A Karate Master. Enough said...



## LOADING

**IMPORTANT:** ENSURE THE MACHINE IS SWITCHED OFF. NEVER ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WITH THE POWER ON.

Next, insert the cartridge with the label facing towards you, into the cartridge port.

On the C64 and 64C the cartridge port is the furthest right socket on the back of the machine. Switch the power on - the game will load automatically.

## CONTROLS

This is a one player game controlled by joystick only.

### Commodore Games Console Joystick

Fire 1 - Top Fire Button

Fire 2 - Base Fire Button

### STANDING MOVES

- \* Press Fire 2 to throw a punch, release, then press again to punch with the other fist.
- \* Hold Fire 2 and push in the same direction you are facing to hit attacker with a head butt.
- \* Hold Fire 2 and push up to throw a standing kick.
- \* Hold Fire 2 and pull down to hit attacker with a reverse elbow.
- \* When holding the bat, use the punch move to swing the bat.

### JUMPING MOVES

- \* Press Fire 1 to jump into the air. While you are in the air, you can make two attacking kicks:
- \* Release Fire 1 and press Fire 2 to make a forward jump kick.
- \* The second move is the reverse back kick. To use this release Fire 1 and press Fire 1 again.

### Standard Joystick when using C64

### STANDING MOVES

For Standing Moves the above will apply using the fire button on the joystick.

### JUMPING MOVES

- \* Press the Space Bar to jump into the air. While you are in the air you can make two attacking kicks:
- \* Release the space bar and press fire to make a

forward jump kick.

- \* The second move is the reverse back kick. To use this release the space bar and then press it again.

The action in Double Dragon takes place in 5 different scenarios:

**The City Slum, the Industrial Area, the Forest and the outside and inside of the Boss's Hideout.**

As you hunt through the urban decay of the city you will find baseball bats which can be picked up (by moving near a weapon and pressing fire) and used in fights.

### STATUS AND SCORING

The Status Panel displays from left to right:

**Lives, remaining energy, score and time remaining.**

Points are awarded for defeating assailants. There will be a 3000 point bonus for completing each level.

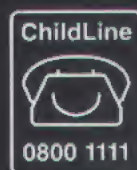
### HINTS AND TIPS

- \* When fighting, remember some moves are for close combat, such as the butt and the elbow. Whereas other moves, such as the punch and the kick are for long distance combat.
- \* Try to develop a fighting strategy for each of the attackers.
- \* Watch out for attackers side-stepping your moves when you least expect it.

### CREDITS

Conversion by Imagitec Design Ltd.

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